WHAT IS CLAIMED IS:

1 1.   A network game system, comprising:

2   a center server; and

3   a game machine, communicatively connected to the center server

4 and operable to execute a game program, wherein:

5   the center server comprises a first transmitter, which transmits, to the

6 game machine, first data indicating a settled play amount out of a played

7 amount which is represented by either an accumulated number or time period

8 that the game program has been executed; and

9   the game machine comprises:

10   a first storage, operable to store the first data;

11   a second storage, operable to store second data indicating the

12 played amount;

13   a first receiver, which receives the first data transmitted by the first

14 transmitter;

15   an updater, which updates the first data stored in the first storage

16 with the first data received by the first receiver;

17   a third storage, operable to store third data indicating an allowable

18 unsettled play amount which represents either an allowable number or time

19 period of which the game program is executed without settlement; and

20   a controller, which controls the game machine based on the first

21 data stored in the first storage, the second data stored in the second storage

22 ·and the third data stored in the third storage.

1   2.   The network game system as set forth in claim 1, wherein:

2   the game machine comprises a second transmitter, which transmits

3   the second data to the center server; and

4   the center server comprises:

5   a second receiver, which receives the second data transmitted by

6   the second transmitter; and

7   a calculator, which calculates the first data based on a game

8   playing right which has been purchased and the second data received by the

9   second receiver.

1   3.   The network game system as set forth in claim 1, wherein the

2   controller inhibits the execution of the game program according to the third

3   data stored in the third storage and a difference between the first data stored

4   in the first storage and the second data stored in the second storage.

1   4.   A center server, which is communicatively connected to a game

2   machine operable to execute a game program, the center server comprising a

3   transmitter, which transmits data indicating a settled play amount out of a

4   played amount which is represented by either an accumulated number or time

5   period that the game program has been executed, to the game machine.

1   5.   A computer-readable medium in which a program is recorded, the

2   program causing a computer to serve as a center server communicatively

3   connected to a game machine operable to execute a game program, the

4   center server comprising a transmitter which transmits data indicating a settled

5   play amount out of a played amount which is represented by either an

6   accumulated number or time period that the game program has been executed,

7   to the game machine.

1   6.   A method of controlling a center server, comprising steps of:

2   connecting communicatively the center server to a game machine

3   operable to execute a game program; and

4   transmitting, to the game machine, first data indicating a settled play

5   amount out of a played amount which is represented by either an accumulated

6   number or time period that the game program has been executed.

1   7.   A game machine, which is communicatively connected to a center

2   server and operable to execute a game program, the game machine

3   comprising:

4   a first storage, operable to store first data indicating a settled play

5   amount out of a played amount which is represented by either an accumulated

6   number or time period that the game program has been executed;

7   a second storage, operable to store second data indicating the played

8   amount;

9   a receiver, which receives the first data transmitted from the center

10   server;

11   an updater, which updates the first data stored in the first storage with

12   the first data received by the receiver;

13   a third storage, operable to store third data indicating an allowable

14   unsettled play amount which represents either an allowable number or time

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15   period of which the game program is executed without settlement; and

16   a controller, which controls the game machine based on the first data

17   stored in the first storage, the second data stored in the second storage and

18   the third data stored in the third storage.

1   8.   A computer-readable medium in which a program is recorded, the

2   program causing a computer to serve as a game machine communicatively

3   connected to a center server and operable to execute a game program, the

4   game machine comprising:

5   a first storage, operable to store first data indicating a settled play

6   amount out of a played amount which is represented by either an accumulated

7   number or time period that the game program has been executed;

8   a second storage, operable to store second data indicating the played

9   amount;

10   a receiver, which receives the first data transmitted from the center

11   server;

12   an updater, which updates the first data stored in the first storage with

13   the first data received by the receiver;

14   a third storage, operable to store third data indicating an allowable

15   unsettled play amount which represents either an allowable number or time

16   period of which the game program is executed without settlement; and

17   a controller, which controls the game machine based on the first data

18   stored in the first storage, the second data stored in the second storage and

19   the third data stored in the third storage.

1 9. A method of controlling a game machine operable to execute a game

2 program, comprising steps of:

3 connecting the game machine to a center server communicatively;

4 storing, in a first storage, first data indicating a settled play amount

5 out of a played amount which is represented by either an accumulated number

6 or time period that the game program has been executed;

7 storing, in a second storage, operable to store second data indicating

8 the played amount;

9 receiving the first data transmitted from the center server;

10 updating the first data stored in the first storage with the first data

11 received from the center server;

12 storing, in a third storage, third data indicating an allowable unsettled

13 play amount which represents either an allowable number or time period of

14 which the game program is executed without settlement; and

15 controlling the game machine based on the first data stored in the first

16 storage, the second data stored in the second storage and the third data

17 stored in the third storage.

1 10. A network game system, comprising:

2 a center server; and

3 a game machine, installed in an amusement arcade and

4 communicatively connected to the center server, the game machine being

5 operable to execute a game program, wherein:

6 the game machine comprises:

7 a first storage, operable to store first information for identifying the

8   game machine;

9   a first transmitter, which transmits the first information to the center

10   server;

11   the center server comprises:

12   a first receiver, which receives the first information transmitted by

13   the first transmitter;

14   an acquirer, which acquires second information for identifying the

15   amusement arcade in which the game machine identified by the first

16   information is installed;

17   an operation determinant, which generates third information

18   indicating how to control the game machine, based on the first information

19   received by the first receiver and the second information acquired by the

20   acquirer; and

21   a second transmitter, which transmits the third information

22   generated by the operation determinant to the game machine; and

23   the game machine further comprises:

24   a second receiver, which receives the third information transmitted

25   by the second transmitter; and

26   a controller, which control the game machine in accordance with

27   the third information received by the second receiver.

1   11.   The network system as set forth in claim 10, wherein:

2   the center server comprises a second storage, operable to store

3   fourth information indicating a correspondence between the first information

4   and the second information; and

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5   the operation determinant generates the third information based on

6   the first information received by the first receiver, the second information

7   acquired by the acquirer, and the fourth information stored in the second

8   storage.

1   12.   The network game system as set forth in claim 10, wherein the

2   controller inhibits the execution of the game program, in accordance with the

3   third information.

1   13.   A center server, which is communicatively connected to a game

2   machine installed in an amusement arcade and operable to execute a game

3   program, the center server comprising:

4   a receiver, which receives, from the game machine, the first

5   information for identifying the game machine;

6   an acquirer, which acquires second information for identifying the

7   amusement arcade in which the game machine identified by the first

8   information is installed;

9   an operation determinant, which generates third information indicating

10   how to control the game machine, based on the first information received by

11   the receiver and the second information acquired by the acquirer; and

12   a transmitter, which transmits the third information generated by the

13   operation determinant to the game machine.

1   14.   A computer-readable medium in which a program is recorded, the

2   program causing a computer to serve as a center server communicatively

3   connected to a game machine installed in an amusement arcade and operable

4   to execute a game program, the center server comprising:

5   a receiver, which receives, from the game machine, the first

6   information for identifying the game machine;

7   an acquirer, which acquires second information for identifying the

8   amusement arcade in which the game machine identified by the first

9   information is installed;

10   an operation determinant, which generates third information indicating

11 how to control the game machine, based on the first information received by

12 the receiver and the second information acquired by the acquirer; and

13   a transmitter, which transmits the third information generated by the

14 operation determinant to the game machine.

1   15.   A method of controlling a center server, comprising steps of:

2   connecting communicatively the center server to a game machine

3   installed in an amusement arcade and operable to execute a game program;

4   receiving, from the game machine, the first information for identifying

5   the game machine;

6   acquiring second information for identifying the amusement arcade in

7   which the game machine identified by the first information is installed;

8   an operation determinant, which generates third information indicating

9   how to control the game machine, based on the received first information

10 received and the acquired second information; and

11   transmitting the generated third information to the game machine.

1   16.   A game machine, which is installed in an amusement arcade and

2   communicatively connected to a center server, the game machine being

3   operable to execute a game program, and comprising:

4   a storage, operable to store first information for identifying the game

5   machine;

6   a transmitter, which transmits the first information to the center server;

7   a receiver, which receives third information indicating how to control

8   the game machine which is transmitted from the center server; and

9   a controller, which control the game machine in accordance with the

10   third information received by the receiver.

1   17.   A computer-readable medium in which a program is recorded, the

2   program causing a computer to serve as a game machine installed in an

3   amusement arcade and communicatively connected to a center server, the

4   game machine being operable to execute a game program and comprising:

5   a storage, operable to store first information for identifying the game

6   machine;

7   a transmitter, which transmits the first information to the center server;

8   a receiver, which receives third information indicating how to control

9   the game machine which is transmitted from the center server; and

10   a controller, which control the game machine in accordance with the

11   third information received by the receiver.

1   18.   A method of controlling a game machine installed in an amusement

2   arcade and operable to execute a game program, comprising steps of:

3   connecting communicatively the game machine to a center server;

4   storing first information for identifying the game machine;

5   transmitting the first information to the center server;

6   receiving third information indicating how to control the game machine

7   which is transmitted from the center server; and

8   controlling the game machine in accordance with the third information

9   received by the receiver.

1   19.   A network game system, comprising:

2   a center server;

3   at least one service server;

4   a game machine, communicatively connected to the center server

5   and the service server, and operable to execute a game program based on

6   information received from the service server, wherein:

7   the center server comprises a first storage, operable to store a table

8   indicating a correspondence between a service to be used by the game

9   machine and access information indicating how to access the service server

10   offering the service;

11   the game machine comprises a first transmitter, which transmits a

12   request, which requests the center server to transmit the access information, to

13   the center server;

14   the center server further comprises:

15   a first receiver, which receives the request transmitted by the first

16   transmitter;

17   a reader, which reads out the access information designated by the

18   request received by the first receiver, from the first storage; and

19   a second transmitter, which transmits the access information read

20   out by the reader, to the game machine; and

21   the game machine further comprises:

22   a second storage, operable to store the access information;

23   a second receiver, which receives the access information

24   transmitted by the second transmitter;

25   an updater, which updates the access information stored in the

26   second storage with the access information received by the second receiver;

27   and

28   a controller, which controls the game machine in accordance with

29   the access information stored in the second storage.

1   20.   A center server, which is communicatively connected to a game

2   machine communicatively connected to at least one service server and

3   operable to execute a game program based on information received from the

4   service server, the center server comprising:

5   a storage, operable to store a table indicating a correspondence

6   between a service to be used by the game machine and access information

7   indicating how to access the service server offering the service;

8   a receiver, which receives the request, which requests the center

9   server to transmit the access information, transmitted from the center server;

10   a reader, which reads out the access information designated by the

11   request received by the receiver, from the first storage; and

12   a transmitter, which transmits the access information read out by the

13   reader, to the game machine.

1   21.   A computer-readable medium in which a program is recorded, the

2   program causing a computer to serve as a center server communicatively

3   connected to a game machine communicatively connected to at least one

4   service server and operable to execute a game program based on information

5   received from the service server, the center server comprising:

6   a storage, operable to store a table indicating a correspondence

7   between a service to be used by the game machine and access information

8   indicating how to access the service server offering the service;

9   a receiver, which receives a request, which requests the center server

10   to transmit the access information, transmitted from the center server;

11   a reader, which reads out the access information designated by the

12   request received by the receiver, from the first storage; and

13   a transmitter, which transmits the access information read out by the

14   reader, to the game machine.

1   22.   A method of controlling a center server, comprising steps of:

2   connecting communicatively the center server to a game machine

3   communicatively connected to at least one service server and operable to

4   execute a game program based on information received from the service

5   server;

6   storing, in a storage, a table indicating a correspondence between a

7   service to be used by the game machine and access information indicating

8   how to access the service server offering the service;

9   receiving a request, which requests the center server to transmit the

10   access information, transmitted from the center server;

11   reading out the access information designated by the request

12   received by the receiver, from the storage; and

13   transmitting the read out access information to the game machine.

1   23.   A game machine, which is communicatively connected to a center

2   server and at least one service server, the game machine being operable to

3   execute a game program based on information received from the service

4   server, the game machine comprising:

5   a transmitter, which transmits a request, which requests the center

6   server to transmit the access information, to the center server;

7   a storage, operable to store the access information;

8   a receiver, which receives the access information transmitted from the

9   center server;

10   an updater, which updates the access information stored in the

11   storage with the access information received by the receiver; and

12   a controller, which controls the game machine in accordance with the

13   access information stored in the storage.

1   24.   A computer-readable medium in which a program is recorded, the

2   program causing a computer to serve as a game machine communicatively

3   connected to a center server and at least one service server, the game

4   machine being operable to execute a game program based on information

5   received from the service server, the game machine comprising:

6   a transmitter, which transmits a request, which requests the center

7 server to transmit the access information, to the center server;

8   a storage, operable to store the access information;

9   a receiver, which receives the access information transmitted from the

10 center server;

11   an updater, which updates the access information stored in the

12 storage with the access information received by the receiver; and

13   a controller, which controls the game machine in accordance with the

14 access information stored in the storage.

1 25. A method of controlling a game machine, comprising steps of:

2   connecting communicatively the game machine to a center server

3 and at least one service server so as to be operable to execute a game

4 program based on information received from the service server;

5   storing the access information in a storage;

6   transmitting a request, which requests the center server to transmit

7 the access information, to the center server;

8   receiving the access information transmitted from the center server;

9   updating the access information stored in the storage with the

10 received access information; and

11   a controller, which controls the game machine in accordance with the

12 access information stored in the storage.